

Game DesignerWebsite: <https://chetan.games/>GitHub: github.com/TheStormexLinkedIn: <https://www.linkedin.com/in/che-t-625842a6/>

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EXPERTISE

- Game design including mechanics, level, system, narrative, UI, and UX
- Optimizing team synergy, project management
- Audio asset creation, graphical asset creation, testing and quality assurance
- **Softwares:** TestRail, RESTer, Confluence, Unity, Unreal, FL Studio, Figma, Salesforce, Photoshop, Slack
- **Languages:** English, French, Mandarin Chinese, Spanish (basic), Japanese (basic)

GAME DESIGN (Selected from 20+)

- [The Last Hacktivists 2](#) (P5JS, turn-based RPG & 2D shooter game)
- [Reboot](#) (Unity Engine, puzzle platforming game)
- [First Turn Kill](#) (Tabletop, card game)
- [Screen](#) (Unity Engine, mystery simulation game)
- [Charming Offering](#) (Tabletop, card game)
- [Stan Stopper](#) (Unity Engine, action game)

PROFESSIONAL EXPERIENCE**KEYWORDS STUDIOS (WARNER BROS. GAMES), Montreal****2023 - 2025****Live Quality Assurance Tester (Level 3)**

- Ensured the functionality of various games on different platforms through effective testing.
- Provided in-person coaching of testers, writing tutorial articles and making video guides.
- Identified and communicated issues experienced with games and their related materials to coworkers, leads, and external clients.
- Verified future in-game content and promotional emails.
- Created and entered data into milestones (TestRail).

GAMELOFT MONTREAL, Montreal**2018****Game Designer (Intern)**

- Designed playable characters' abilities for a mobile MOBA game.
- Interviewed and shadowed 2D artists, 3D artists, programmers, and designers.
- Tested and provided feedback for a mobile game.

EDUCATION**Bachelor of Fine Arts, Specialization in Computation Arts****2023**

Concordia University, Montreal

DEC in Interactive Media Arts (Arts, Literature and Communication)**2019**

Dawson College, Montreal